GODS EATER BURST™

TEEN
ADOLESCENTS
T
CONTENT RATED BY
CONTENU EVALUE PAR
ESRB

Instruction Booklet
Livret D'Instruction

BANDAI NAMCO Games

D3PUBLISHER

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

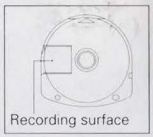
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Gods Eater™ Burst* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button on the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo into the Memory Stick Duo™ Slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Saving Your Game

Gods Eater Burst allows you to save your game after each mission or by selecting the save option in the terminal menu. You will need **864KB** of free space on your Memory Stick™ in order to save your game.

* You can create up to three save files. Any save data created after the slots have been filled up will overwrite an existing save.

How to Progress Your Game

1. Go to the mission counter to select a mission. In order to select the mission, first select the mission rank, then the specific mission within that difficulty rank, and then select the team members that will accompany you on this mission. You will be able to view the mission objectives in the mission select screen. New missions will be unlocked as you clear missions and talk to key characters in the game.
2. Go to the Terminal to customize and upgrade your equipment using items and materials you've found in your missions.
3. Go to the Den Gate to start the mission.

Game Controls

Normal Controls	Actions
Analog stick	Move character
Directional buttons	Scroll options / Emotions (Holding down the R or L button will give you different Emoticons)
△ button	N/A
⊗ button	Select / Interact
○ button	Cancel
L button	Scroll page
R button	Scroll page
START button	Display status menu window

Battle Controls	Sword Form	Gun Form
Analog stick	Move character	Move character
Directional buttons	Move camera	Move camera
□ button	Light attack	Shoot assigned bullet
□ button (hold)	Charge Crush (Buster Sword)	Display bullet window
□ button + R button	Impulse Edge (Long Blade)	—
△ button	Fierce attack	Shoot assigned bullet
△ button (hold)	Devour enemy	Display bullet window
△ button + R button	Combo Devour (At the end of a combo)	Link Burst
⊗ button	Jump	Jump
○ button + analog stick	Step	Step
○ button + R button	Guard	—
L button	Center camera behind player	Center camera behind player
L button (hold)	Lock on	Aim Mode
R button	Switch weapon form	Switch weapon form
R button (hold) + analog stick	Dash	Dash
SELECT button	Display item window	Display item window
START button	Displays a full screen map and start menu	Displays a full screen map and start menu

* The controls above are default settings. Go to the "*Options*" menu then select "*Key Configurations*" to choose a different button setting.

Status Menu

Press the START button in the Den to bring up the status menu where you can check and edit the following information.

- **Avatar Card** – Check the status of your Avatar Card and the list of cards you've collected.
- **Mission Check** – Check the details of your active mission.
- **Status Check** – Check your character's status and equipped items.
- **Organize Inventory** – Sort the order of your items in your inventory. Pressing the ⊗ button will allow switching locations of items on the list. The ■ button will discard an item and pressing the SELECT button will automatically sort the items in your inventory.
- **Organize Bullets** – Sort the order of your bullets in your inventory. Pressing the ⊗ button will allow switching locations of bullets on the list. The SELECT button will automatically sort the bullets in your inventory.
- **Options** – Change the settings in the game such as button configurations, camera mode, save settings, etc.

Terminal Menu

Go to the Terminal and press the ⊗ button to open the Terminal menu.

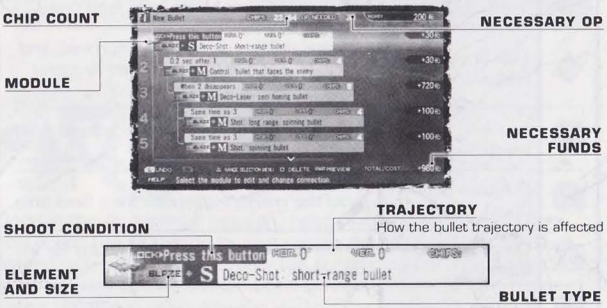
- **Item** – Transfer items to and from your inventory and synthesize new items from materials. Make sure to unload some of the items from your inventory into storage after each mission since the space in your inventory is limited.
- **Equipment** – Change, upgrade, and craft new equipment from materials. You also have the option of changing your hair style and color in this menu.
- **Bullet** – Swap out, re-order, and create new or customize existing bullets.
- **Database** – Check the different information and terminology used in-game.
- **Save** – Saves your progress.
- **Begin new Multiplayer game** – Saves your progress and brings you back to the title screen to start a multiplayer game.

Craft Equipment Screen

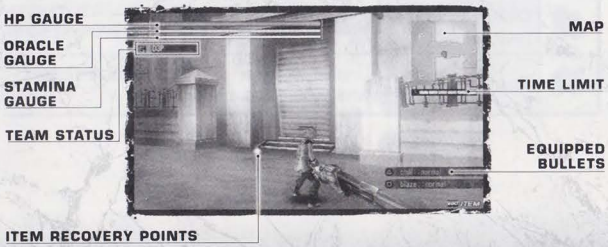
Bullet Customization

To customize bullets, press the △ button on an existing bullet to open up the bullet menu. (Press the △ button on an empty slot to create a new bullet). You can also copy and change the name and icons of bullets from this menu. Select "*Edit Bullet*" to enter the bullet customization screen.

Select the element and size of the bullet and hit the ⊗ button to add each module. Use the directional pad to move the module left and right to change its relation to the module above. Press the ⊗ button again on the module to change its shoot condition. Press the ○ button and select "*Pay and Confirm*".



In-Game HUD



MAP ICONS

CHARACTER LOCATION | DEFEATED ENEMIES (BLACK) | ENEMIES (RED)

Status Effects

	Attack Boost	Boost Attack Power for a fixed time.
	Attack Down	Decrease Attack Power for a fixed time.
	Exposure ♠	Increase damage taken for a fixed time.
	Exposure ♦	Decrease damage taken for a fixed time.
	Sensitive	Track Aragami continuously for a fixed time.
	Jamming	Unable to track Aragami for a fixed time.
	Burst (blue)	Remains in Burst Mode for a fixed time.
	Link Burst (yellow)	Physical abilities are greatly improved, and one is able to fire Concentrated Aragami Bullets. (R button + ● button)
	Taunting Scent (red)	Command the enemy's attention for a fixed time.
	Disguise Scent (blue)	Avoid the enemy's attention for a fixed time.
	Conserve Stamina	Conserve stamina after each action for a fixed time.
	Leak (green)	Lose Oracle Points for a fixed time.
	Fatal Leak (green)	Lose Oracle Points rapidly for a fixed time.
	Venom (purple)	Lose Health gradually for a fixed time.
	Deadly Venom (purple)	Rapidly lose Health for a fixed time.
	Stun	Unable to move for a fixed time. Released when you receive an attack.

Multiplayer

Turn your **WLAN** switch *ON* and select "*Continue Multiplayer*" from the Main Menu to start multiplayer. Select the character save file you wish to choose and press the ⊗ button. Then, press the START button to start your own team as the team leader or select a team from the list on the right and press the ⊗ button. Once all the team members are in, select "*Start Session*".

Note that the team leader is the only person that can select missions. Once everyone is ready, go to the Den Gate and hit the ⊗ button to change your status to ready. Once everyone is ready, the mission will start.

Avatar Cards

Once in the multiplayer session, head towards another player and press the △ button to request an *Avatar Card* trade. Once traded, you will be able to view the other player's character stats on their card as well as use their character as a NPC in single player mode.

You can also trade your avatar in sleep mode. Select *"Exchange Avatars in Sleep Mode"* from the Main Menu and select your save file with the ⊗ button. Once you're ready, press the ⊗ button to put your PSP into sleep mode. Push the power switch up again to exit sleep mode. You will also need **128KB** of space for each Avatar Card you store. You can have up to a max of 98 Avatar Cards per save.

Customer Support

Website: www.d3publisher.us
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Email: support@d3p.us

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PS3™ PlayStation 3

PlayStation Network

TEEN	ADOLESCENTS ™
T	Animated Blood / Sang en animation Mild Language / Langage grossier Mild Suggestive Themes / Thèmes légèrement suggestifs Violence / Violence

ESRB CONTENT RATING
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PlayStation®Network

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BANDAI NAMCO Games

Seven Arts

Player Joueur Jugador
1

Memory Size Capacité de la Mémoire Capacité de Mémoire
864 KB 864 Ko 864 Ko

Ad Hoc Players Mode Ad Hoc Jugadores Ad Hoc
2 – 4

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Manual in English/French – Manuel en anglais/français

TEEN	ADOLESCENTS ™
T	Blood / Sang Language / Langage Suggestive Themes / Thèmes Suggestifs Use of Alcohol and Tobacco / Usage d'alcool et de tabac Violence / Violence

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UNIVERSAL MEDIA DISC

PlayStation®Network

Only On PlayStation®

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